

Abstract Of The Disclosure

A graphics system including a custom graphics and audio processor produces exciting 2D and 3D graphics and surround sound. The system includes a graphics and audio processor including a 3D graphics pipeline and an audio digital signal processor. The graphics system has a graphics processor includes an embedded frame buffer for storing frame data prior to sending the frame data to an external location, such as main memory. The embedded frame buffer is selectively configurable to store the following pixel formats: point sampled RGB color and depth, super-sampled RGB color and depth, and YUV (luma/chroma). Graphics commands are provided which enable the programmer to configure the embedded frame buffer for any of the pixel formats on a frame-by-frame basis.

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